

# **MECHANISM FOR LOSSLESS TRACING IN AN ARBITRARY CONTEXT**

## **Abstract**

A method for tracing an instrumented program, including triggering a probe in the instrumented program, obtaining an original instruction associated with the probe, loading the original instruction into a scratch space, and executing the original instruction in the scratch space using the thread, wherein executing the original instruction results in placing the instrumented program in a state equivalent to natively executing the original instruction.

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